

# Malaan Rules Addenda

## D&D 3E : Cleric Domains for Malaan Campaign.

The two major pantheons on Malaan have a specialized Pantheon Domain and a separate Patron Domain for the clerics to choose domain spells and powers from.

Each cleric should pick one Pantheon Domain and one Patron Domain (in some cases one may be two domains from Pantheon or Patron)

<b>Deh'wheri Temple (Autumnic Temple)</b>	
<i>Domain of Sovereignty</i>	<i>Domain of Mortality</i>
<i>Granted Powers:</i> +1 to Leadership/3 levels and +1 to all Will checks.	<i>Granted Powers:</i> +1 level for turning undead. (+1/3 levels to saves vs. Undead Attacks)
<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level    Command</li> <li>2<sup>nd</sup> Level    Calm Emotions</li> <li>3<sup>rd</sup> Level    Prayer</li> <li>4<sup>th</sup> Level    Discern Lies</li> <li>5<sup>th</sup> Level    Atonement</li> <li>6<sup>th</sup> Level    Dominate Person</li> <li>7<sup>th</sup> Level    Dictum</li> <li>8<sup>th</sup> Level    Demand</li> <li>9<sup>th</sup> Level    Miracle</li> </ul>	<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level    Protection vs. Evil</li> <li>2<sup>nd</sup> Level    Remedy Moderate Wounds <sup>MoF</sup></li> <li>3<sup>rd</sup> Level    Negative Energy Protection</li> <li>4<sup>th</sup> Level    Death Ward</li> <li>5<sup>th</sup> Level    Slay Living</li> <li>6<sup>th</sup> Level    Antilife Shell</li> <li>7<sup>th</sup> Level    Fortunate Fate <sup>MoF</sup></li> <li>8<sup>th</sup> Level    Death Pact <sup>MoF</sup></li> <li>9<sup>th</sup> Level    Energy Drain</li> </ul>
<b><i>Clerics of Auteil</i></b> <b><i>Domain of Life</i></b> <i>Granted Powers:</i> Character is able to heal 2 hps (+Charisma Bonus) of others for every 1 hps she takes herself.	<b><i>Clerics of Auteil</i></b> <b><i>Domain of Rule</i></b> <i>Granted Powers:</i> Character gains the ability to make one Suggestion to any intelligent creature of fewer HD per day/level.
<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level    Cure Light Wounds</li> <li>2<sup>nd</sup> Level    Cure Moderate Wounds</li> <li>3<sup>rd</sup> Level    Cure Serious Wounds</li> <li>4<sup>th</sup> Level    Cure Critical Wounds</li> <li>5<sup>th</sup> Level    Healing Circle</li> <li>6<sup>th</sup> Level    Heal</li> <li>7<sup>th</sup> Level    Regeneration</li> <li>8<sup>th</sup> Level    Mass Heal</li> <li>9<sup>th</sup> Level    Mass Restoration<sup>†</sup></li> </ul>	<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level    Command</li> <li>2<sup>nd</sup> Level    Aid</li> <li>3<sup>rd</sup> Level    Suggestion.</li> <li>4<sup>th</sup> Level    Lesser Geas</li> <li>5<sup>th</sup> Level    Greater Command</li> <li>6<sup>th</sup> Level    Geas/Quest</li> <li>7<sup>th</sup> Level    Mass Suggestion</li> <li>8<sup>th</sup> Level    Command Plants</li> <li>9<sup>th</sup> Level    Dominate Monster</li> </ul>
<b><i>Clerics of Remaht</i></b> <b><i>Domain of Vengeance</i></b> <i>Granted Powers:</i> All Martial Weapons Proficiencies. (+Tracking Feat)	<b><i>Clerics of Remaht</i></b> <b><i>Domain of the Air</i></b> <i>Granted Powers:</i> Feather Fall 1/day/level (Will Roll to resist) Rebuke Air Elements
<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level    Divine Favor</li> <li>2<sup>nd</sup> Level    See Invisible</li> <li>3<sup>rd</sup> Level    Locate Object</li> <li>4<sup>th</sup> Level    Greater Magic Weapons</li> <li>5<sup>th</sup> Level    Mark of Justice</li> <li>6<sup>th</sup> Level    Find the Path</li> <li>7<sup>th</sup> Level    Tensor's Transformation</li> <li>8<sup>th</sup> Level    Discern Location</li> <li>9<sup>th</sup> Level    Storm of Vengeance</li> </ul>	<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level    Avian Companion</li> <li>2<sup>nd</sup> Level    Wind Wall</li> <li>3<sup>rd</sup> Level    Air Walk</li> <li>4<sup>th</sup> Level    Fly</li> <li>5<sup>th</sup> Level    Control Winds</li> <li>6<sup>th</sup> Level    Planar Ally (Air)</li> <li>7<sup>th</sup> Level    Control Weather</li> <li>8<sup>th</sup> Level    Whirlwind</li> <li>9<sup>th</sup> Level    Elemental Storm (Air)</li> </ul>

<p><b>Clerics of Velrey</b>  <b>Domain of Fire</b>  <i>Granted Powers:</i> Able to act at -2 (otherwise normally) at negative hit points. +2 saves vs. Fire.  Rebuke Fire Elementals</p>	<p><b>Clerics of Velrey</b>  <b>Domain of Defense</b>  <i>Granted Powers:</i> Bestow Protective ward (equal to level to one person for next save) lasts one hour.  (Can be divided up over a number of uses)</p>
<p><i>Spells:</i> 1<sup>st</sup> Level Burning Hands  2<sup>nd</sup> Level Produce Flame  3<sup>rd</sup> Level Searing Light  4<sup>th</sup> Level Wall of Fire  5<sup>th</sup> Level Flame Strike  6<sup>th</sup> Level Cone of Fire  7<sup>th</sup> Level Fire Storm  8<sup>th</sup> Level Sun Burst  9<sup>th</sup> Level Elemental Swarm (Fire)</p>	<p><i>Spells:</i> 1<sup>st</sup> Level Protection vs. Evil  2<sup>nd</sup> Level Spiritual Weapon  3<sup>rd</sup> Level Glyph of Warding  4<sup>th</sup> Level Death Ward  5<sup>th</sup> Level Hallow  6<sup>th</sup> Level Greater Glyph of Warding  7<sup>th</sup> Level Globe of Invulnerability  8<sup>th</sup> Level Iron Body  9<sup>th</sup> Level Undeath's Eternal Foe<sup>MoF</sup></p>

<p><b>Clerics of Peruul</b>  <b>Domain of Travel</b>  <i>Granted Powers:</i> 1 rd/level <i>Freedom of Movement</i>.  <i>Intuit Direction</i> is class skill.</p>	<p><b>Clerics of Peruul</b>  <b>Domain of Judgement</b>  <i>Granted Powers:</i> Sense Motive class skill, +2 to Will Saves (+2 DC to Will save attacks)</p>
<p><i>Spells:</i> 1<sup>st</sup> Level Expeditious Retreat  2<sup>nd</sup> Level Locate Object  3<sup>rd</sup> Level Superior Swimming  4<sup>th</sup> Level Dimension Door  5<sup>th</sup> Level Teleport  6<sup>th</sup> Level Find the Path  7<sup>th</sup> Level Teleport without Error  8<sup>th</sup> Level Phase Door  9<sup>th</sup> Level Astral Projection</p>	<p><i>Spells:</i> 1<sup>st</sup> Level Wieldskill  2<sup>nd</sup> Level Zone of Truth  3<sup>rd</sup> Level Detect Thoughts  4<sup>th</sup> Level Discern Lies  5<sup>th</sup> Level Mark of Justice  6<sup>th</sup> Level Geas/Quest  7<sup>th</sup> Level Legend Lore  8<sup>th</sup> Level Vision  9<sup>th</sup> Level Trap the Soul</p>

<b>Cult of Heroes</b>	<b>Cult of Heroes</b>
<i>Domain of Sanctuary</i> <i>Granted Powers:</i> +2 Will saves (+ Charisma check to give another person a second save vs. charms)	<i>Domain of Defiance</i> <i>Granted Powers:</i> Turn Summoned Monsters
<i>Spells:</i> 1 <sup>st</sup> Level Protection vs. Evil 2 <sup>nd</sup> Level Shield Other 3 <sup>rd</sup> Level Protection vs. Elements 4 <sup>th</sup> Level Restoration 5 <sup>th</sup> Level Break Enchantment 6 <sup>th</sup> Level Forbiddance 7 <sup>th</sup> Level Refuge 8 <sup>th</sup> Level Discern Location 9 <sup>th</sup> Level Foresight	<i>Spells:</i> 1 <sup>st</sup> Level Bane 2 <sup>nd</sup> Level Endurance 3 <sup>rd</sup> Level Curse of the Brute <sup>DoF</sup> 4 <sup>th</sup> Level Unfailing Endurance <sup>Dof</sup> 5 <sup>th</sup> Level Bear's Heart <sup>DoF</sup> 6 <sup>th</sup> Level Stone Walk <sup>MoF</sup> 7 <sup>th</sup> Level Refuge 8 <sup>th</sup> Level Antimagick Field 9 <sup>th</sup> Level Elminster's Evasion <sup>FR</sup>

<b>Clerics against Folon</b>	<b>Clerics against Folon</b>
<i>Domain of Sanctuary</i> <i>Granted Powers:</i> +2 Will saves (+ Charisma check to give a person a save vs. charms)	<i>Domain of Defiance</i> <i>Granted Powers:</i> Turn Summoned Monsters
<i>Spells:</i> 1 <sup>st</sup> Level Protection vs. Evil 2 <sup>nd</sup> Level Shield Other 3 <sup>rd</sup> Level Protection vs. Elements 4 <sup>th</sup> Level Restoration 5 <sup>th</sup> Level Break Enchantment 6 <sup>th</sup> Level Forbiddance 7 <sup>th</sup> Level Refuge 8 <sup>th</sup> Level Discern Location 9 <sup>th</sup> Level Foresight	<i>Spells:</i> 1 <sup>st</sup> Level Bane 2 <sup>nd</sup> Level Endurance 3 <sup>rd</sup> Level Curse of the Brute <sup>DoF</sup> 4 <sup>th</sup> Level Unfailing Endurance <sup>Dof</sup> 5 <sup>th</sup> Level Bear's Heart <sup>DoF</sup> 6 <sup>th</sup> Level Stone Walk <sup>MoF</sup> 7 <sup>th</sup> Level Refuge 8 <sup>th</sup> Level Antimagick Field 9 <sup>th</sup> Level Elminster's Evasion <sup>FR</sup>

<b>Clerics against Assern</b>	<b>Clerics against Assern</b>
<i>Domain of Freedom</i> <i>Granted Powers:</i> Escape Artist, Open Lock are Class Skills. +2 Saves vs. Holds etc..	<i>Domain of Trickery</i> <i>Granted Powers:</i> Bluff, Hide, Disguise are class skills.
<i>Spells:</i> 1 <sup>st</sup> Level Expeditious Retreat 2 <sup>nd</sup> Level Knock 3 <sup>rd</sup> Level Gaseous Form 4 <sup>th</sup> Level Freedom of Movement 5 <sup>th</sup> Level Ethereal Jaunt 6 <sup>th</sup> Level Word of Recall 7 <sup>th</sup> Level Sequester 8 <sup>th</sup> Level Screen 9 <sup>th</sup> Level Freedom	<i>Spells:</i> 1 <sup>st</sup> Level Change Self 2 <sup>nd</sup> Level Invisibility 3 <sup>rd</sup> Level Nondetection 4 <sup>th</sup> Level Confusion 5 <sup>th</sup> Level False Vision 6 <sup>th</sup> Level Mislead 7 <sup>th</sup> Level Screen 8 <sup>th</sup> Level Polymorph Any Object 9 <sup>th</sup> Level Time Stop

<b>Clerics against Gerius</b>	<b>Clerics against Gerius</b>
<i>Domain of Beastmaster</i> <i>Granted Powers:</i> Speak with Animals 1/day per level	<i>Domain of Hunting</i> <i>Granted Powers:</i> Tracking Ability as Ranger
<i>Spells:</i> 1 <sup>st</sup> Level Animal Friendship 2 <sup>nd</sup> Level Beast Mask <sup>DoF</sup> 3 <sup>rd</sup> Level Animal Trance 4 <sup>th</sup> Level Bear's Heart <sup>DoF</sup> 5 <sup>th</sup> Level Animal Growth 6 <sup>th</sup> Level Summon Nature's Ally III 7 <sup>th</sup> Level Animal Shapes 8 <sup>th</sup> Level Summon Nature's Ally IV 9 <sup>th</sup> Level Shapechange	<i>Spells:</i> 1 <sup>st</sup> Level Hunter's Mercy <sup>MoF</sup> 2 <sup>nd</sup> Level Easy Trail <sup>MoF</sup> 3 <sup>rd</sup> Level Safe Clearing <sup>MoF</sup> 4 <sup>th</sup> Level Scrying 5 <sup>th</sup> Level Commune with Nature 6 <sup>th</sup> Level Find the Path 7 <sup>th</sup> Level Tensor's Transformation 8 <sup>th</sup> Level Discern Location 9 <sup>th</sup> Level Cocoon <sup>MoF</sup>

<b>Clerics against Iiresa</b>	<b>Clerics against Iiresa</b>
<i>Domain of Love</i> <i>Granted Powers:</i> Turn (Dispels Charms) +2 Charisma vs Opposite Sex	<i>Domain of Vengeance</i> <i>Granted Powers:</i> Retributive Strike 1/day special attack does max damage (if it hits) after taking a hit.
<i>Spells:</i> 1 <sup>st</sup> Level Charm Person 2 <sup>nd</sup> Level Enamor 3 <sup>rd</sup> Level Emotion 4 <sup>th</sup> Level Charm Monster 5 <sup>th</sup> Level Mind Fog 6 <sup>th</sup> Level Eyebite 7 <sup>th</sup> Level Insanity (6-8 sob) 8 <sup>th</sup> Level Sympathy 9 <sup>th</sup> Level Temporal Stasis	<i>Spells:</i> 1 <sup>st</sup> Level Doom 2 <sup>nd</sup> Level Curse of Ill fortune <sup>MoF</sup> 3 <sup>rd</sup> Level Blindness/Deafness 4 <sup>th</sup> Level Enervation 5 <sup>th</sup> Level Mark of Justice 6 <sup>th</sup> Level Greater Revenance 7 <sup>th</sup> Level Demand 8 <sup>th</sup> Level Age (1d6 years/level) 9 <sup>th</sup> Level Energy Drain

<b>Clerics against Perifin</b>	<b>Clerics against Perifin</b>
<i>Domain of Healing</i> <i>Granted Powers:</i> +1 Level for healing spells, Lay on Hands a Paladin	<i>Domain of Curing</i> <i>Granted Powers:</i> Cure Disease as Paladin
<i>Spells:</i> 1 <sup>st</sup> Level Cure Light Wounds 2 <sup>nd</sup> Level Cure Moderate Wounds 3 <sup>rd</sup> Level Cure Serious Wounds 4 <sup>th</sup> Level Cure Critical Wounds 5 <sup>th</sup> Level Healing Circle 6 <sup>th</sup> Level Heal 7 <sup>th</sup> Level Regenerate 8 <sup>th</sup> Level Mass Heal 9 <sup>th</sup> Level True Resurrection	<i>Spells:</i> 1 <sup>st</sup> Level Goodberry 2 <sup>nd</sup> Level Delay Poison 3 <sup>rd</sup> Level Remove Disease/Blindness 4 <sup>th</sup> Level Neutralize Poison 5 <sup>th</sup> Level Reduce Infestation 6 <sup>th</sup> Level Heal 7 <sup>th</sup> Level Greater Restoration 8 <sup>th</sup> Level Remove Plague 9 <sup>th</sup> Level Miracle

<b>Clerics against Udu</b>	<b>Clerics against Udu</b>
<i>Domain of Weapons</i> <i>Granted Powers:</i> Proficient with 1 weapon per level in addition to all others.	<i>Domain of Repair</i> <i>Granted Powers:</i> Weaponsmith, Armorer Skill Ranks equal to Level.
<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level Magic Weapon</li> <li>2<sup>nd</sup> Level Blade Thirst<sup>MoF</sup></li> <li>3<sup>rd</sup> Level Keen Edge/Impact</li> <li>4<sup>th</sup> Level Greater Magic Weapon</li> <li>5<sup>th</sup> Level Weapon of Any Deity</li> <li>6<sup>th</sup> Level Legend Lore</li> <li>7<sup>th</sup> Level Mordenkainen's Sword</li> <li>8<sup>th</sup> Level Greater Iron Guard<sup>MoF</sup></li> <li>9<sup>th</sup> Level Black Blade of Disaster<sup>MoF</sup></li> </ul>	<i>Spells:</i> <ul style="list-style-type: none"> <li>1<sup>st</sup> Level Repair Light Damage<sup>TaB</sup></li> <li>2<sup>nd</sup> Level Repair Mod, Damage<sup>TaB</sup></li> <li>3<sup>rd</sup> Level Repair Serious Damage<sup>TaB</sup></li> <li>4<sup>th</sup> Level Flame Arrow</li> <li>5<sup>th</sup> Level Permanency</li> <li>6<sup>th</sup> Level Fabricate</li> <li>7<sup>th</sup> Level Hardening</li> <li>8<sup>th</sup> Level Create Magic Tattoo</li> <li>9<sup>th</sup> Level Glassteel</li> </ul>

## Selayé Priests

**Shacé** Clerics of the Spirits

Elf Domains: Animals<sup>PHB</sup>, Plants<sup>PHB</sup>, Spirits<sup>†</sup>, Community<sup>DoF</sup>

Dwarf Domains: Earth<sup>PHB</sup>, War<sup>PHB</sup>, Spirits<sup>†</sup>, Community<sup>DoF</sup>

Orcish Domains: Strength<sup>PHB</sup>, Mysticism<sup>DoF</sup>, Spirits<sup>†</sup>, Community<sup>DoF</sup>

Goblin Domains: Divination<sup>DoF</sup>, Trickery<sup>PHB</sup>, Spirits<sup>†</sup>, Community<sup>DoF</sup>

**Averein** Cleric Protectors of the Material Plane

Granted Ability: Every 2 Levels gain a feat from the following list: Blind Fighting, Dodge, Deflect Arrows, Expertise, Improved Disarm, Improved Unarmed Strike, Mobility, Power Attack

Restrictions: No Summoning

Domains: Protection<sup>PHB</sup>, Travel<sup>PHB</sup>, Self-Mastery<sup>†</sup>, Exorcism<sup>DoF</sup>

**Saran** Protectors of Nature (Druids)+

Proficiencies: -all metal weapons, + all non-metal

**Valenor** Selayé Paladins (Use Ranger Spells)

<b>Spirit Domain</b>	
<i>Granted Powers:</i> +2 saves vs. Fey, Speak with Fey 1/day/level	
<i>Spells:</i> 1 <sup>st</sup> Level	Protection vs. Fey (as Evil)
2 <sup>nd</sup> Level	Animal Trance
3 <sup>rd</sup> Level	Speak with Plants
4 <sup>th</sup> Level	Break Enchantment
5 <sup>th</sup> Level	Reincarnate
6 <sup>th</sup> Level	Commune with Nature
7 <sup>th</sup> Level	Summon Nature's Ally VII
8 <sup>th</sup> Level	Command Plants
9 <sup>th</sup> Level	Mass Charm

<b>Self-Mastery Domain</b>	
<i>Granted Powers:</i> +3 Attribute Gain (if lowest ability), +2 all Fortitude Saves vs. Environment	
<i>Spells:</i> 1 <sup>st</sup> Level	Divine Favor
2 <sup>nd</sup> Level	Any of the Following: Bull's Strength, Endurance, Cat's Grace, Eagle's Splendor, Fox's Cunning, Owl's Wisdom
3 <sup>rd</sup> Level	Magic Vestment
4 <sup>th</sup> Level	Greater Magic Weapon*
* Can use on self (unarmed combat)	
5 <sup>th</sup> Level	Righteous Might
6 <sup>th</sup> Level	Tensor's Transformation
7 <sup>th</sup> Level	Mind Blank
8 <sup>th</sup> Level	Iron Body
9 <sup>th</sup> Level	Shapechange